AMERICAN FOOTBALL

Kick
LB 4

Decoy
Team

Upper

P/R
LB 3

Intended
Linemen

Lower

Snap
LB 2

Block
LB 5

Up Back

Line Up
LB 1

Goal
LB 6

Low. Back

Offense

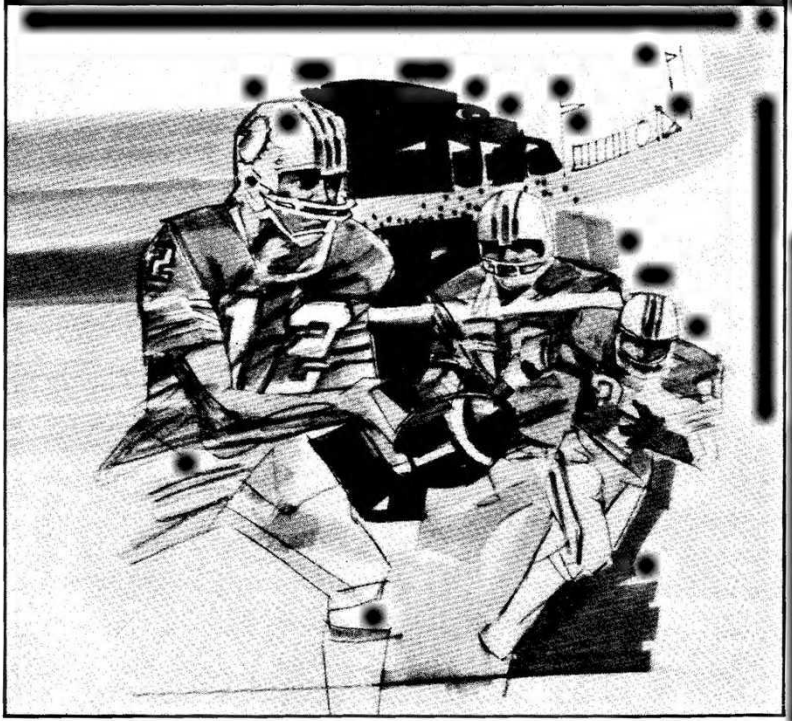
Defense

ARCADIA 2001™

BY Emerson

VIDEO GAME INSTRUCTIONS

AMERICAN FOOTBALL



CART. NO. 14

PART NO. 1017

GENERAL

1. Be sure the POWER SWITCH is in OFF position (RED POWER LITE OFF) when inserting or removing a game cartridge. This will prevent damage to your cartridge and console.
2. Insert mylar overlay into each controller keyboard. (See Figs. 1 & 2)
3. Insert cartridge into console (Game name should face you).
4. Read this "OWNERS MANUAL" before playing game.
5. Refer to it for all necessary adjustments for best results.

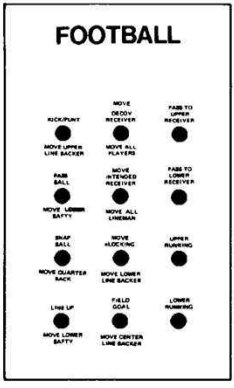


FIG.1
OVERLAY

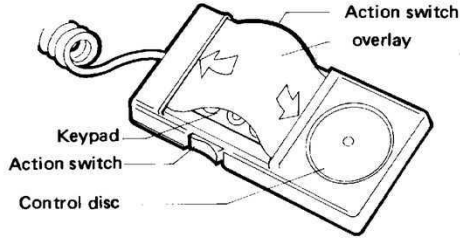


FIG. 2
HOW TO INSTALL OVERLAY

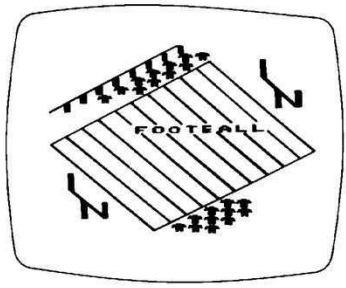


FIG. 3 FOOTBALL FIELD

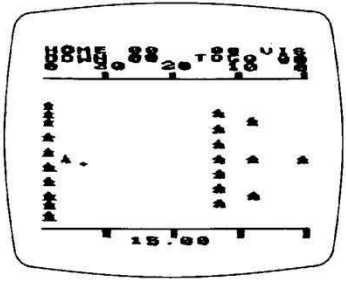


FIG. 4 TEAM ON LINE UP

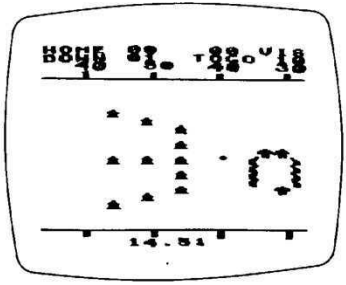


FIG. 5 TEAM IN HUDDLE

HOW TO PLAY THE GAME

1. Press "POWER ON" switch. Red lamp should lite.
2. Press RESET – The "FOOTBALL" Stadium will appear.
3. Press START – The National Anthem will play and after it is over the teams line up for Kick-off.
4. The ball is shown at the position for Kick-off (Left side).
5. Use the Left Controller for Kick-off.
6. Push "KICK/PUNT" key (RED) for Kick-off.
7. Opposite team Right Controller should use the "DISC" on his Controller to move ball forward.
8. The Kicking-off team should try to stop the ball carrier – use "DISC" on Controller to move the men.
9. As the ball carrier is running the yardage gained is shown on upper side of the screen.
10. After the tackle you hear a "whistle".
11. The offensive team will go into a "huddle".
12. Pick the next play you want to make. The offense team is close to the first down 10 yds. to go. See scoreboard and field position on top of screen. The clock on the lower side of the screen shown the remaining time of playing.

13. For running plays

NOTE: The red letters printed on the controller overlay buttons are for offense. Team is in huddle.

a) 1st depress key marked "UPPER RUNNING" or "LOWER RUNNING" to select upper or lower running back.

b) Then depress key marked "LINE UP" (Out of huddle).

c) Then depress key "SNAP BALL" and play starts. The ball is snapped to the running back. Depress key marked "PASS BALL".

d) Try to steer him for touchdown.

e) Meanwhile the defensive team is trying to stop him by pressing a desired group of men button and steering with the Disc control.

14. FOR DEFENSIVE CONTROLLER

NOTE: The blue letters printed on the controller overlay buttons are for defense

Notice on Keyboard you have overlay shown in Fig. 1. You should depress key corresponding to the players you want to move (1 key at a time). Then the disc should be depressed in the direction you want them or him to move. (The Blue lettering identifies the players you can move by depressing the key and directing the disc.)

15. For Passing Plays (Offense)

a) 1st depress key marked "PASS TO UPPER" or "PASS TO LOWER" receiver.

b) Then press "LINE UP" – team will line up.

c) Then press "SNAP BALL" – for action to start.
– Quarterback gets the ball.

d) Then move intended passed receiver down the field by pressing key marked "MOVE INTENDED RECEIVER", and disc to direct him.

e) You may also move a decoy receiver by pressing key marked "MOVE DECOY RECEIVER" and disc for direction after "SNAP BALL" (HIKE).

f) To block for the passer (Quarterback), press the key marked "MOVE BLOCKING" (RED) and disc for direction for blockers to move.

g) Press "PASS BALL" (RED) to complete the pass.

h) Passing has a 80% completion possibility if receiver is stationary after ball release. Passing play can be intercepted by putting players between the ball and next to the receiver.

16. Defense Against Passing Plays

a) Press the key (Blue letters) which correspond to the player you want to move.

b) Press the disk to move the player to block the pass.

c) If you succeed, an "Interception" results and your team gets the ball.

17. Fumble

If the team which has the ball drops it, a "FUMBLE" is called and the other team gets the ball.

18. Off-side

If the defensive team crosses the line of scrimmage before the ball is "HIKED", an "OFFSIDE" penalty is called and the offensive team gains 5 yards.

19. PUNT/KICK

Whenever a team wants to PUNT/KICK (usually on the 4th down), then press the "PUNT/KICK" button, then line up button, then PUNT/KICK button again. Direct the players with the disc.

20. For Field Goal Attempt

a) Press "FIELD GOAL" when team is in huddle.

b) Then press "LINE UP" and picture of football field will appear.

c) Aim the ball using your disk.

d) Kick the ball by pressing "SNAP BALL".

e) The screen will indicate if you made it or missed.

f) You chances of making it are better the closer you get to your own goal line.

21. Scoring

- A touchdown is 7 points.
- A field goal is 3 points (kicking the ball thru' the poles).
- A safety is 2 points (if you tackle your opponent over their own goal line).

22. Other Rules

a) The quarterback cannot pass once he goes over the line of scrimmage.

b) There is a turnover on fourth downs.

c) After a safty, the team that scored the safty will receive the next Kick-off.

d) The game plays 15 minutes.